

RIVER RAID™

YOUR MISSION IS...to score as many points as possible by destroying enemy battleships, helicopters, fuel depots, jets, land tanks, hot air balloons and bridges before your jet crashes or runs out of fuel.

INITIAL SET UP For ATARI 8 BIT COMPUTERS

1. **Insert cartridge** into your computer with the power OFF. Then, turn the power ON.
2. **Plug a Joystick Controller** into Jack 1. When playing with a friend, plug another controller into Jack 2.
3. **Select game** by pressing the SELECT key or OPTION key. There are 8 variations (see chart).
4. **To begin a new game** at any time, press the START key.
5. **To start the action**, move the Joystick or press the red button.
6. **Pause the action** whenever you like by pressing almost any key on the keyboard. To resume the game, press the key again or press the red button.
7. Turn power OFF before removing River Raid™ cartridge.

INITIAL SET UP For COLECOVISION

1. **Insert cartridge** into your game system with the power OFF. Then, turn the power ON.
2. **Select game** by pressing the appropriate number on the hand controller (uses no overlays). There are eight game variations (see chart).
3. **To start the action**, move the Control Stick or press a side button.
4. **To begin a new game** at anytime, press Reset on the game console. * or # on your hand controller can also reset the game, but only after a plane has crashed or when the current game has ended.
5. **Turn power OFF** before removing cartridge.

INITIAL SET UP For COMMODORE 64

1. Insert cartridge into your computer with power OFF. Then, turn the power ON.
2. Plug a Joystick into port one. When playing with a friend, plug another Joystick into port two.
3. Press F3 to select game variation number. The higher the bridge number, the greater the challenge. (See Variations)
4. Press F1 to start.

SCORING

TARGET	POINTS
Battleship	30
Helicopter	60
Balloon	60
Fuel Depot	80
Enemy Jet	100
Helicopter Gunner	150
Bridge	500
Bridge with Tank	750

ORIENTATION

The River of No Return. The river is divided into sections, with a bridge at the end of each section. You will encounter islands, narrow channels, bays and lots of enemy air, land and water crafts moving in to block your path. Also, the farther down the river you fly, the more harrowing things get.

The current bridge number is displayed on-screen and is an indication of your progress up the river. It is updated whenever a bridge is destroyed. Advanced pilots may start the game at later bridges, bypassing the easier sections of the river. Here are your options:

GAME VARIATION CHART

GAME NUMBER	STARTING BRIDGE	NUMBER OF PLAYERS
1	1	ONE
2	1	TWO
3	5	ONE
4	5	TWO
5	20	ONE
6	20	TWO
7	50	ONE
8	50	TWO

Your Jet Fighter will bank to the left or right when you move the Joystick left or right. To accelerate, push it forward. To slow down, pull it back. Press the red button to fire missiles (hold for continuous fire).

Your Squadron. You'll begin with four jets (one active, three on reserve). With each 10,000-point increase, you're given an additional jet. You lose a jet if it runs out of fuel, or touches anything except a fuel depot or the brown river bank. River Raid™ ends when all of your jets are lost.

Fuel Gauge. Always keep an eye and an ear on your fuel gauge. Fuel is used up at a constant rate, regardless of speed. When your fuel drops below ¼ full, a warning siren sounds to alert you. To refuel, fly over a fuel depot. The slower you fly over it, the more fuel you'll receive. A bell will sound while you are refueling. This sound changes to a higher pitch when your fuel tank is full. If you don't need fuel, you can blow up the fuel depot. But keep in mind that the farther down the river you fly, the fewer fuel depots you'll find.

Land Tanks appear on the road at the first bridge. Beginning with Bridge 7, they'll dodge up to the shoreline and commence shooting. You can fly right through their line of fire, but avoid the explosions they cause on the river.

